



BORIS THE SPIDER

**B-Journal of Baphtious Beliefs,
Baw Possees, and Naked Greed**
*"Oh, what a tangled web we weave
 When first we practice to deceive!"*
 - Sir Walter Scott -



DELEME DL, #6

18 Jun 98

BALKAN WARS OVER!

Congratulations to Dave Anderson on his skill and decisive win at Balkan Wars. Shall we get 'em up again? All those interested should send their country preferences and preferences re-run start and time. Otherwise, ...

We begin new games of 1856 and SETTLERS OF CATAAN this issue. We also have a quote as for HISTORY OF THE WORLD, so those signed up should send their color preferences and optional rule changes to Kevin Wilson, the designated GM.

STANDING AGENT:

"Rats For Sale": Grace & Paula

"What Inquisition?": Barcelona

MAGIC REALM: Fred & Kyle

SETTLERS OF CATAAN: Osborne

Interested parties should send in orders for each position they are interested in. If the present player again fails to submit orders on time, a random drawing will be held.

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: "When everyday is a risk, meals and sleep are not quite as interesting as they used to be."
 -- Ex-pence-Elton Louis Mollet

Note new addresses for Andy York and Eddie Lohage and corrections to Wayne Morrison's address and Debbie Osburn's phone number.

Jamie McGuire is taking Overseeing the Rubicon. He plans to run the remaining games by e-mail or by fly if they can't find a house. I suppose some of the DEP and COL DEP games I'm not to could end up here as there aren't a lot of other places they could go.

Note that the next deadline falls on a federal holiday so mail will not be delivered that day. The two or three of you that will use email should email early.

BOOK & RECORD

This month's Modern Book/Prom Excellence Award and free target goes to Ron Fisher for his BALKAN WARS Posse.

This month's Mr War Super-Burley Bomb is lobbed at Mr Osborne and Mr Coandeanu.

PERSONAL COMMUNICATION HERE jaybes

Deadline for most games is Noon CDT 4 Jul 98



EAST SQUABBLES!! England Rolls Out!

X1
1997D

Spring 1998

MIRACWOOD: England continues his reduction of the French Empire nearly wiped out by the French or any other Power. Italy, Russia, and Turkey continue to squabble amongst themselves heedless of the growing specter of British hegemony.

TROOP MOVEMENTS

Russia retreats A BRD to RUM. England builds A LOM. Italy builds F BCM. Russia loses F ADD. Turkey builds F ANB.

ENGLAND (Anderson): 1A SHP 5 NIN A Mus-John, F SHD-Spatack, F Bul-Ger, F Hol S A Lon-Bel, F Eng C A Lon-Bel, A Por S F Mid-Spatack, F 1st Mtd, 1A War-Raid (777), F Nth S A Lon-Bel, A Lon-Bel.

FRANCE (Martinez): A Par-Gas, F Bre H, 1A Bel H (777), A Mus-Ple, A Bul S A Mus-Ple.

ITALY (Wilson): A Bar-Mus, A Bul S A Trl-Trl, A Vic S A Bul, A Trl-Trl, F Ion-Ger, 1F Nap-Isa, F Trl-Bel, F Rom-Tyr.

RUSSIA (Pabert): A War-Mos, A Bar S A Mus-Ber, A Bre S ITN F Ion-Ger, A Mus-Ger.

TURKEY (McCabe): F Rom-Ang, 1F Ore S A Con-Bul (777), 1F Eas-Ion, 1A Sev-Rum (777), A Con-Bul.

Orders in brackets fall; sub = ambiguous order, d = unit destroyed due to lack of valid retreat, imp = impossible, no = unit not as ordered, nap = no such place, isa = no such unit, orb = off the board, ocs = unit on the move, bel = unit unboarded.

English A REE must retreat either orb or to DEN. French A BRD must retreat either orb or to BEL or PIC. Turkish A SEV must retreat either orb or to ARM or UGR. Turkish F GNE must retreat either orb or to ARM.

Due next time are the retreat and orders for Fall 1998.

EMBASSY MEET

The Tsar expressed great dismay on the Turkish invasion of Ser and issued the following orders to his war minister: "Smite the heathen bastards, kick his rotten head in."

GM to all: Heeem, "smitten"? Perhaps an archaic form of the past participle of "to wreath" meaning "wreath, twisted, garlanded, or hammered." Makes sense with "smile", I guess.

PBM TITAN Rules (continued)

11.C. Masterboard play is not suspended or delayed for Battles. All legions involved in Battle will be removed from the Masterboard until the Battle is concluded. The victorious legion will reenter the Masterboard upon the same land from which it departed according to the following:

1. The victorious legion must attempt to reenter the Masterboard on the first Masterboard turn following the conclusion of the Battle. It may do this either by trying to Hold in the land where the Battle took place, or by trying to move from it.
2. The victorious legion may not enter another engagement on the turn in which it is reentering the Masterboard:
 - a. If the land where the battle took place and all the lands the reentering legion could move to are occupied, the legion does not reenter the Masterboard on that turn and must attempt to reenter on the next turn.
 - b. If any of these lands are not occupied, the legion must hold/move there. If more than one land is vacant, the legion may move to either land, if moving, may master normally.
 - c. A legion reentering the Masterboard is not halted by enemy legions ordered to Hold or may move through them. It must obey Signs, however.

---Continued on p 3



Europe Mobilizes Reserves!

Winter 1901/02

XII

1996

NEANS MESSAGE: The die has been cast. The dogs of war have been loosed. For whom will the bell toll? Which Great Powers will be relegated to the dustbin of history? Don't touch that dial, and all will be made clear.

TRICOP MOVEMENTS

Austria builds A VIE & F TIR. England builds F LON. France builds F MAR & A PAR. Germany builds F GER. Italy builds F NAP. Russia builds A STP & F SER. Turkey builds A ANK.

AUSTRIA (Frying): A Bud, A Ser, F Gm, A Vn, F Tr;

ENGLAND (Shackleton): A Noy, F Ng, F NB, F Len;

FRANCE (Bepont): A Spa, A Bar, F Par, F Mar, A Par;

GERMANY (Fahnest): A Rn, A Ruh, F Hdt, F Ber;

ITALY (McCabe): A Tr, A Po, F Tus, F Nap;

RUSSIA (Pawlet): F Ser, A Mos, A Ukr, F Hdn, A SF, F Ser;

TURKEY (Marlowe): A Bud-Ser, A Arm, F Sil, A Ank.

Orders in brackets fall, new = not as ordered.

Don't forget there are orders for Spring 1902 (several already on file) and Pans. Ma Nue craves Pans!

--FROM TITAN Rules (continued from p 2)

4. If more than one battle occurs in the same land being joined from different Masterboard lands, the victorious legion from the battle begins nearest has priority in the event of any conflict between them in reentering.
5. If the legion reentering the Masterboard does not have valid orders on where to move, the GM will have it find if possible. If not, and more than one land to which it could move is vacant, this land is determined randomly.

IV. Combat System

A. Battle proceeds in as follows:

1. Defender makes his first turn movement to the Attacker.
2. Attacker makes his first turn movement, negotiation, and strikes for Attacker Turn 1 to the Defender.
3. Defender makes his counterstrike for Attacker Turn 1, and Defender Turn 2 movement, negotiation, and strikes to the Attacker.
4. Attacker makes his counterstrike for Defender Turn 2 and Attacker Turn 2 movement, negotiation, and strikes to the Defender.
5. This procedure continues until the battle is reached.

B. Each Battle Mailing should contain the following information:

1. Date
2. Names of Attacking & Defending legions
3. Battlefield
4. Battlefield
5. Locations and status of all remaining characters.
6. Counterstrikes, movement, negotiation, strikes, and hits inflicted for the current Battlefield.

C. The GM is to receive a copy of each mailing. He will not make any corrections to any battle unless requested by one of the players.

D. The position of each character engaged in Battle is indicated by using the Movement Chart accompanying these rules. As examples, the Volcano and the central Tower base are both #28. The three bases in the Woods are #1, #5, #11, #20, & #23; and the hilltops in the Hills are #4, #13, #16, #20, & #22.

--Continued on p 20



BALKAN WARS VI
RUMANIA WINS!
 Three Eliminated!
 Fall 1913

1997U
 pb08

CLIFFHANGER: And then it was over as quickly as it started. Rumania has wrested Balkan hegemony rights by force of arms. Albania, Bulgaria, and Serbia disappear, at least for the present, from the geography books. Greece and Turkey remain, defiant as always.

TROOP MOVEMENTS

Bulgarian: none NEB, GRB retreats F AED off.

ALB (K Wilson): F Aps-CHS, IF Mon-Thr (r-777).

BUL (Crawford): NONE! A Ad Hx1, A Thr Hx1, r-777.

GRC (York): F Cyo-Cos, F Aug S F Sal-Thr, F Sal-Thr, (A Tr S ALB F Mon-Tue), (A Ska-Sal, F Rho-EMS, F Mal H).

RUM (Anderson): A Nio-Mos, A Bos-Her, F NEB R F MED-Los, A BEL R A Nio-Mos, A Bos-Her, (A Tr S A Phl A Ch-Nio, A Cro-Tit, F NEB-Los, A Phl S A Bos-Sal).

SER (McCabe): No units.

TRK (Parker): (F Bos-GEB (r-777), F Ska-Mos, (A Cro-Tit), F MED-Cyo).

Orders in brackets fall: imp = impossible, no = not so ordered, ran = ran south unit, off = off the board, r = must retreat to, u = undecided.

Albanian F MED & Bulgarian A TRK must retreat but will ultimately end up "in the box". Turkish F IEM must retreat off or to BEF, or SMY but it doesn't matter.

SUPPLY CENTER CHART:

ALB: -Tri-Mos

BUL: -Phl-Thr-Cyp

GRC: Ad Sal Ska Cro Ska Rho Val-Mal-Thr

RUM: Bos-Cos Gal Ch Dub Bos Sal Bel Nio Var-Los-Mos-Phl-Tri

SER: -Tri

TRK: Cos-Mal-Los Ska-Cyp

(3) Tear 2 = OUT

(3) Tear 2 = OUT

(10) Build 3

(14) Build 4 = WWS

(3) Ska = OUT

(3) Tear 1

Due next time see retreats and back just to tidy things up and end of game statements.

EMBASSY HEAT

Atkiss, Turkey: Sultan al-Nio, Master of Ottomans, laid hell on Sotatock! Defiler of women, Dark Blot on the Map of Civilization...hey, who's writing this...Behold Here! Now start over...

Sultan al-Nio, Master of Ottomans, Defender of Ancient Knowledge, Welder of the Mighty Sword of Islam, calls on all civilized peoples to rise up and smite the dark hordes pouring out of Rumania, bringing death, pestilence, and foul smelling stench to the cradle of ancient empires, threatening the very fabric of civilization. The only hope for all mankind is to drive the demonic horde to the hell it came from and slay the dark real light, and lock it, ah and pile furniture against it...ah...I'll get back to you...where's that Hooker?

GM Atkiss: Looks like I was right about the jugular and wrong about needing TKI. Oh, well.



RACE RESULTS

ODDS	COLOR	DRIVER	CDM/DG	CART	Whip	Wheels	TEAM	END	Speed	D/E
4-1	Red	Raisée Al-Ghul (+2/8)	L	y	0/0	7528	2	23	2/2	
6-1	Black	Joseph (+2/10)	M	y	0/0	3454	33	10	2/1	
6-1	Blue	Sartorius (+2/10)	L	n	0/0	6445	33	21	2/1	
12-1	White	Flippus Maximus (+1/8)	M	y	0/0	5443	23	17	2/1	
247-1	Yellow	Won Hung Lo (+2/30)	H	y	0/0	2025	5	14	1/1	
	Brown	-	-	-	-	6433	30	16	2/3	
	Purple	-	-	-	-	6433	30	18	2/3	
	Green	-	-	-	-	7435	34	20	2/3	

Andersons bet \$500 a on RAG. Zinkus bet \$900 a on RAG & 1500 a on Sartorius. Pryingles bet \$800 a on RAG and 4000 a on FM. Curran bet \$800 a on Sartorius & 900 a on RAG.

5th/6th

JOSEPH: 15, no whip, ahead 7, is 1 corner strain @ 1 over: 12-2 = 10 = n/c - 1 END; ahead 2, driver left attack. F Maximus fails to evade (5+1 vs 9+2). Whip factor (4+2) - (5+1) = -4 column. Attack: 5 - 0, J loses whip. Ahead 1, attack over to home. FM again fails to evade (2+1 vs 8+2) so takes 6 = 1 by pt to #1 home. Ahead 2.

FLIPPUS MAXIMUS: 17, no whip, less 1 by pt = 15. Ahead 2, attack J cart out. J evades (5+2 vs 8+1). FM follows and attacks again; J evades (8+2 vs 7+1). FM follows and attacks again; J evades (7+2 vs 8+1). FM follows and attacks again; J is up against the wall so cannot evade again, so accepts the attack. TDH is 14+1-2 = 13 = defender's car damaged, 9 = 3 pts to R wheel, wheel check = 5 = OK. Ahead 4.

GREEN Team: 20. Ahead 2, corner strain @ 5 over (9 = 506, ahead 1, out 1, ahead 14.

PURPLE Team: 18. Ahead 18.

RANDY AL-GHUL: 23, no whip. Ahead 1 corner strain @ 6 over: 6-2 = n/c - 6 END. OUT OF END. Immediately lose 1 from CDM (and bonus) out of speed. See Note. Ahead 21.

WON HUNG LO: 2, no whip. In 1.

SARTORIUS: 21. In 1, ahead 9 corner strain @ 1 over: 12-2 = n/c - 1 END; ahead 16.

BROWN Team: 30. Ahead 16.

NOTE: Raisée Al-Ghul has run out of endurance as cannot brake or strain for the rest of the game. He will also lose 1 MP/hour for the duration on top of any damage inflicted. Joseph must do a wheel check any time he strains faster than 14 or corner strain.

One next item are orders for Turn 12. These should include the usual: speed, whether to whip or not, where to attack and how if the opportunity arises, to brake, trade, or take it if attacked, and what line to break is if possible. Orders for Won Hung Lo will be randomly chosen from those submitted except that RAG, N, & DG have priority.

NOTE: Reported from last month since the last bet was out of

Flippus reminding again: "Smokin' popcorn! What was he doin' out here anyway? Now I need to clean out their stupid houses again!"



TURN 5: Genoa didn't have the cash to buy "Human Body", but did pay her stabilization cost ends with 800. London did not buy a Galley-4, but did buy a card using "Urban Acrobacy"; he also played it (c1 to Cor). Paris cannot attack West Africa since it is 3 spaces away, and even if he could, he couldn't have attacked again, as alternative attacks caused so rats (c: came 675, not 680 so has 804. Barcelona's 21 @ Alex insufficient for a 'c', but income remains the same since he didn't lose WA. We ran 6 cards into the 2nd deck.

TURN 6: (in the break order)

LONDON (Furrow): 879, 56L, 40M, 12C, Ship-10
BARCELONA (Fruite): 689, 5K, 30M, 13C, Gal-4
GENOA (Dahomey): 800, 38L, 30M, 5C
VENICE (J Bagradas): 976, 5K, 40M, 5C, Gal-2
PARIS (Crusader): 894, 5K, 40M, 13C, 16L, Gal-4

ADV: 8V
ADV: A, E, L, R, V
ADV: E, N, R
ADV: 1
ADV: A

TURN 7: TOKEN ALLOCATION

Genoa (NMRE) buys 0. Wins the break.

Paris (NMRE) buys 0.

Venice buys 13.

Barcelona buys 12.

London buys 22.

Genoa (NMRE) cannot remove surplus or shortage markers from Timber and Silk respectively.

TURN 8: CARD-PLAY

Genoa (NMRE) has 3 cards, plays none.

Paris (NMRE) has 5 cards, plays none.

V has 5 cards, plays "Civil War" on Barcelona IC because IT, must lose 688 at 0; and gain 1 Merry level, "Strepia", and "War" on Barcelona IV B2-1, A-B wins, gains 1 Merry Level V gains 2 Merry Lands and must cede 1 C to B.

B has 5 cards, plays none.

L has 3 cards, plays "Crusade" to Alexandria (2 BE, +c, gain 1 Merry Level)

TURN 9:

GENOA (Dahomey): 800, 38L, 30M, 5C
PARIS (Crusader): 894, 5K, 40M, 13C, Gal-4
VENICE (J Bagradas): 965, 5K, 40M, 5C, Gal-2, 11
BARCELONA (Fruite): 678, 5K, 40M, 13C, Gal-4, 12
LONDON (Furrow): 872, 5K, 40M, 12C, Ship-10, 22

ADV: E, N, R
ADV: A
ADV: 1
ADV: A, E, L, R, V
ADV: 5V

ACT:

B: C @ Alg, Bess, Cor, Fra, Goa, Lak, Sev, Sic, Tai, Tuo, Vol, WRE IT @ Arm, B, Berra, Len, Lfs, Ora, Pal, Pol

G: C @ Flo, Goa, Mar, Nap, Rom, IT @ Bari

L: C @ Aes, Alps, Cal, Cha, Cors, Edh, Lon, Sisy, Sus, Wat, Yoc; c @ Alm, IT @ Cor, Jor, Len, Por

P: C @ Bnd, Ber, Brr, Col, Dj, Lys, Maa, Mar, Por, SEM, Sic, Trs, IT @ SG, Tuo

V: C @ Dab, MEd, Fra, Vaa, Vic, IT @ Bel, Solo, Solr

Due next time are Venice's war concessions A Turn 4 Purchase and Expansion Phases.

Your cards (Kartel) are:

(B, C, M): B = Barcelona, C = Established Market (colored circle), e = new market (white circle), G = Genoa, Gal = galley, K = cards, L = London, M = merry level, P = Paris, T = established tobacco, 1 = new tokens, V = Venice.

Player Holdings (in Capital Choice order)

VENICE (Burgundy) 891, 2K, 90M, 9C 2-Gal
 BARCELONA (Catholicism) 9124, 5K, 90M, 16C 8-Gal
 PARIS (McCal) 884, 3K, 90M, 9C 10-Ship
 GENOVA (Catholic) 893, 3K, 90M, 10C 8-Gal
 HAMBURG (Catholic) 867, 5K, 90M, 10C 4-Gal
 LONDON (Babbar) 885, 3K, 90M, 8C 4-Gal

Turn 4: Shortage of Metal & Surplus of Grains

No orders received from Ptsi Candidates ... (actual NBR to avoid appearance of leader in the game... later?)

Tokens Allocation:

BAR: 01, LON: 01, VEN: 10, GEN: 12, PAR: 12, & HAM: 14

Card Play:

BAR: no card play

LON: Play "Timber" - Payoff: +502 HAM, +60 BAR, VEN, PAR & LON

VEN: Play "Molecular Capabilities" - 1st Leader

GEN: no card play

PAR: Play "Spire" - Payoff: +686 GEN, +69 PAR; play "Armor"

HAM: Play "The Crusader" - place C in Rome and add 1 entry; play "Papal Decree" - Pope Rick declares no Religion purchases for Turn 4; play "Gold/Honey" - payment on Gold: +840 HAM

Mapboard: IC = City of Dominant Market; T = Token

HAM: C @ Hamburg, Cologne, Nuremberg, Prague, Novgorod, Riga, Stockholm, Lubek, Danzig, Rost & Saxe; 11 @ Berlin, Copenhagen & Salzburg

PAR: C @ Paris, St. Malo, Moutpazier, Dijon, Strasbourg, Bordeaux, Bruges & Trebennet; 11 @ Tana

BAR: C @ Barcelona, Valencia, Granada, Toledo, Baza, Laredo, Seville, Fes, Algiers, West Africa, Tripoli, Tunis, Sicily, Babarka, Ceuta & Constantinople; 11 @ Tetu, Isaac, Palma, Loria, Oran, Tunis & Levant

VEN: C @ Venice, Florence, Milan, Dubrovnik, Basel, Rome, Budapest, Vienna & Bologna; 11 @ Ra, Gals, Banz & Dussau

LON: C @ London, Edinburgh, Portsmouth, York, Chester, Berghen, Waterford & Iceland; 11 @ Helsingborg, Rotterdam & Cornwall

GEN: C @ Harastina, Lyons, Acre, Cairo, Naples, Geneva, Alexandria, Cyprus & Smyrna; 11 @ Dan, Jerusalem, Aleppo, Caghan & Adaha

Player Holdings (in Capital Choice order) (Ham order)

VENICE (Burgundy) 864, 1K, 90M, 9C, 10c 838 2-Gal
 BARCELONA (Catholicism) 8127, 3K, 90M, 16C, 0c 818 8-Gal
 PARIS (McCal) 864, 1K, 90M, 9C, 121 158 10-Ship
 GENOVA (Catholic) 8117, 3K, 90M, 9C, 121 863 4-Gal
 HAMBURG (Catholic) 8125, 2K, 123M, 10C, 14c 888 4-Gal
 LONDON (Babbar) 865, 2K, 90M, 8C, 5c 828 4-Gal

ADVANCES

NOV
 A
 INRS
 AEM
 ESR
 AEM

Orders due next are for Purchase and Expansion phases. Conditional orders and/or general intentions are highly encouraged. Stand-by player requested for Barcelona ... but potential player to respond to Mark Franch may be able to assume position. Orders due to Mark no later than 1 Jul.



WINE IS FINE

Private RBs Up for Grabs



NOTE: Paul Zieske takes over for Paul Bolden.

Optional 8 Train: 2 Yes, 2 No, 2 NVR - passes as GM breaks tie

Bark, 16 Hb: 1 Yes, 3 No, 2 NVR - bids

Unlimited bids: 2 Yes, 1 Abandon, 3 NVR - passes

Play Status

Farrow 5400

Zieske 5400

Burke 5000

Klausen 5400

Fisher 5400

Hanna 5000

Stock Round Is

Farrow Buys Bokayball Valley for 820 (400-20 = 8000)

Zieske Buys C&S L. Ry for 540 (400-40 = 5000)

Burke Buys D & H RR for 870 (400-70 = 8 300)

Klausen Bids 8185 on C & A RR

Fisher Bids 6225 on D & O RR

Hanna Bids 8175 on C & A

Farrow Buys M & H for 110 (800- 110 = 6270)

Hanna wins auction for C & A at 5180 (400- 180 = 8220)

Fisher gets B & O for 8225, selling put at 8000. (400 -225 = 5175)

Due next are orders for SR 1b. Zieske has the priority.

Play Status

D. Farrow 6270, SV, M&H

P. Zieske 5360, C&S L. sp. priority

J. Burke 8000, D&H

T.J. Klausen 5400

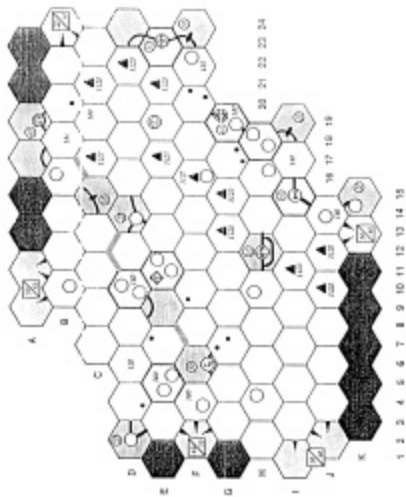
B. Fisher 8175, M&H pt., 22800 Post

C. Hanna 8220, C&A, 1 PR

COMPOSITION STATUS

Corp	Priv	Value	30	Pool	For	Cash	Trusts	Holdings	Tokens
B&O	RR	A190	8	0	8100	---	---		(3)
PRR			9	0					

Orders for Stock Round #11 should be in hands of GM Doc Charnery no later than 1 July.



1870

SOME SPEAK!



DC: Congratulations to Chuck for another back-to-back win. I am pleased with my second place finish. I feel that I did alright ending up with as much cash as I did. Maybe one day I will be able to beat Chuck.

GM: Curiously, Chuck's key to victory seems to have been in driving the ATHSF almost into bankruptcy and using its income to finance the GM&O's engines, and the fact that a 12-train never materialized -- again possibly due to the ATHSF's low profile. I haven't enough experience in this game to comment expertly -- my only play was in DC-1870 when I too had the GM&O but never got control of a second railroad. I can only say he did much better than I didn't! he win that one too, come to think of it!

1856

SOT PRESTON

GAMESTART



PLAYER STATUS

Baron	\$400
Worldelement	\$400
Furrow	\$400
Frish	\$400
Chimney	\$400
Buella	\$400

Due next time are your orders for SR, in which will deal solely with the sale of the private companies and your votes on the three optional rules cited here. Meanwhile players are invited to submit orders in case one or more of the worthy gentlemen above bow out.

OPTIONS:

1. Alternate Destinations (see p 26 of Rulebook)
2. Alternate Trains (6 trains instead of 12 each)
3. Extra \$6000 in the Bank

FRM TITAN Rules (continued from p 2)

- E. Combat resolution will be accomplished using a "guaranteed hit" system where each creature inflicts a number of hits equal to the "expectation value" (a word a term from quantum mechanics) of its attack. Thus a Creature attacking another Creature throws dice, each with a 50-50 chance of hitting (would expect to get $3 \times 1.2 = 3.5$ hits). These hits (H) are calculated by subtracting the modified strike number (d) from seven and multiplying by the number of dice rolled then dividing by six.

$$H = (7 - d) \times N / 6$$

1. Fractional hits are retained from round to round. Note that rangefighters with odd attack factors do not get partial dice when their range strikes are halved. For example, a rangefighter drops a value for "2" would be "3" as usual, not "1.5".
2. Examples: A centaur attacks a centaur: $H = (7 - 4) \times 6 / 6 = 1.5$ hits. A dragon (8-d, d=8) attacks a giant (7-4, s=5): $H = (7 - 3) \times 9 / 6 = 3$ hits. A serpent (5-2, d=3) attacks an ogre (6-2, s=6): $H = (7 - 4) \times 6 / 6 = 3$ hits.

V. Miscellaneous

- A. NOBLE. If a player is NOBLE for his Masterboard turn, the GM will move a random legion to the land where it has the highest number. EXCEPTION: Legions due to flee the battlefield or

—Continued on p 19



ADVANCED CIVILIZATION

Epidemic!
Turns 15.9b-15.18a



TWA IV

15.9b: TRADING:

Babylon trades two Oil & _____ to Egypt for Spices, Silver, and _____
Egypt trades Gold, Grains, and _____ to Thera for Oil, Hides, & _____
Crete offers Oolite, Papyrus, and Grain for Iron(II) or Oil(2); no tribute.

15.10: RESOLVE CALAMITIES:

Treasury: Babylon takes Hides from Egypt.

Supervision: Iberia reduces two cities.

Epidemic: Thera takes 10 pts, assigns 20 pts to other players.

Due next time apt

15.10a: RESOLVE CALAMITIES:

Supervision & Epidemic

15.11: BUY CITY CARDS: Crete demands two PAPYRUS and two COBBLE.

15.12: SUPER AN

15.13: TAXATION

15.14: POPULATION INCREASE

15.15: CEMEN

15.16: BOAT BUILDING

15.17: MOVEMENT

15.18a

15.18a: Trading (Buy Gold)

TAE 2040

AFRICA (Next): C @ Carthage, Caria, Corduba, Cyrene, Palermo, Thapsus, Tripoli; 15 @ Cynara, Caspura; 2T @ Cynara, Sabota; 2T @ Balerna, Compta, New Africa, Naxos, Tarentum, W Mexmaria; 1T @ E Mexmaria, Juba, Libya, Tripolitania, Tunisia; POTTERY, MYSTICISM, ENLIGHTENMENT, CLOTHING, AGRICULTURE, MUSIC, GRAIN.

ASISIA (Del Dabara): C @ Antioch, Media, Nerech, Salsia, Sargus; 15 @ Antioch, Mikop, Phaselia; 2T @ Arasoa, Berytus, Creta, Cyprus, Galata, Mikop, Phaselia, Yari; 1T @ Cappadocia, Ionia, L Arasoa, Lyria, Nalchik, Phrygia; MYSTICISM, ASTRONOMY, CLOTHING, DRAMA & POETRY, ENLIGHTENMENT, LITERACY.

BABYLON (Adenwor): C @ Aleppo, Babylon, Buhra, Carrhan, Jericho, Mari, Peira, Rades; 2T @ Samaria, Shana, Ty; 2T @ Babylon, Chaldeas, Elca, Fartia, Syria; 1T @ Arbia, Malia, Phosara, Tyre; COINAGE, MYSTICISM, POTTERY, ENGINEERING, DRAMA & POETRY, MINING, ARCHITECTURE, MUSIC, GRAIN.

BARBARIANS (Next): 3T @ Dardania.

CRETE (Beywar): C @ Rhodes, Miletus; 2T @ Dalmasa, Delphi, Kossas; 1T @ Athens, Argos, Corinthe, Dacia, Ephra, Erstia, Elyrican, Parnasia, Thessaly, Thrac; METALWORKING, MYSTICISM, POTTERY.

EGYPT (Kaghafer): C @ Alexandria; 2T @ Fayum, Jerusalem, Prokman, Tuna, U Egypt, W Desert; 1T @ Gaza, Nabis, Sinai, Thera; MYSTICISM, METALWORKING, ASTRONOMY, AGRICULTURE.

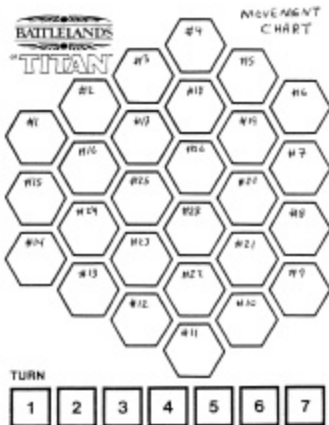
IBERIA (Fazrow): C @ Azusa, Ebasa, Gochusa, Karesh, New Carthage, Sardinia; 25 @ Ebasa; 15 @ Corda; 3T @ Apollonia; 2T @ Elvria, Masalia, Nafio, Pyrene; 1T @ Barbia, Carath, Cretia, Harpata, Iberia, Lagheata, Lardana, Tarracosta; CLOTHING, POTTERY, MYSTICISM, MUSIC.

ILLERIA (Klous): C @ Appollonia, Rhara, Lardianica, Bura; 25 @ Lardianica; 4T @ Gerasia; 2T @ L Gerasia, Phasaria, Rufaca; 2T @ Apollonia; 1T @ Caspura, Gaul, Ilyrican, Naxos, Rhara.

THRACE (Zankai) C @ Byzantium, Sarcis, Thess, Thessalonica, Troy; 18 @ Byzantium; 27 @ Dardania; 27 @ Dacia, Maresa, Scythia, Thess, Tyria; 17 @ Crimea, Ionia, London, London. DRAMA & POETRY, METALWORKING, MYSTICISM, POTTERS, CLOTHMAKING.

PRESS:

YOUR CARDS ARE:



FBI TITAN Rules (continued from p. 6)

being split from other legions will move in line of a random legion. Which legion of the split to move will be chosen at random.

- Battle rulings should be made within 3 days of receipt of your opponent's battle ruling. The GM may declare a battle forfeited and full points awarded if it becomes apparent that one player is stalling a battle.
- Resolving battles by e-mail or by phone is encouraged. In the latter case, both parties should notify the GM of the outcome of the battle. In case of conflicting reports, the GM may require resolution on paper.

VI. Optional Rules

- Various Battlelands. See The General, 20, #4, pp 27-27.



MAGIC REALM

WCa Book One
Another Spider Cuts On Barrel



THE CASE

Dawn Anderson: Beater the Berserker
John Butts: Roundbale Invents the Amazon
Den Chinery: Wanderer the Pilgrim
PS Chaslestone: Fern Crystallight the optional Woods Girl
Sam Farrow: Sir Quier the White Knight
TJ Kasserle: Old But the Witch with DC her Familiar
Phil McCain: Conner the Dwarf Inconceivable
Debbie Osborne: Xyla the optional Woods Girl

CERVA: Roundbale is at DW2, not DW4, since DW3 doesn't connect to DW4.

EVENING 4

MONSTER ROLL = 3

Wanderer, using Chapel WHITE, casts "Small Blessing" using MAGIC HP (5.2 = Health, restored)
 MAGIC HP, then MAGIC HP (3.3 = Strength, but already here as a rat, then MAGIC HP (3.1 =
 Vision, view Stride, see _____

DAY 5

MONSTER ROLL = 5

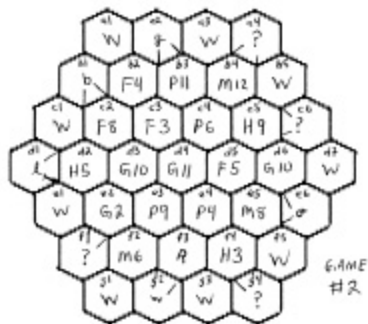
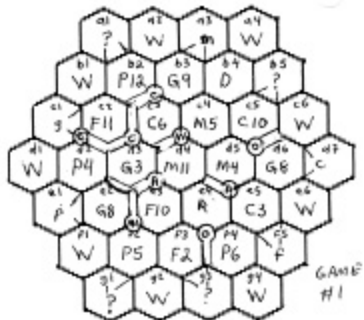
Wanderer @ Chapel (DF3): M MW4, H NW2, RMAGIC: H*1, RMAGIC: HP1. Reveal Berries W.
DC @ DW6: SPPer: 4.2 = HC; SPPer: 4.4 = - L SPPer: 5.3 = - Claret, SPPer: 3.2 = HE & push.
GM Bat @ DW5: HS.1 = y1, SPPer: 5.5 = w1, M DW6, SPPer: 3.1 = passages reveal Strik M. Lost
 Cade 1, Hwa18, Hwa4, Peter 5, Lait 3, Flatter 2. H Spider appears at 5.
Beater w/ RS-7 @ DW6: HS.2 = y1, SPPer: 6.3 = rd, SPPer: 6.3 = rd, SPPer: 4.1 = clata. Discover
 Hwa4. H Spider moves from DW5 to DW6.
Fern Crystallight @ DW3: NMRI HS.2 = y1, H, H, H. Spider moves from DW6 to DW3.
Roundbale Inconceivable @ DW2: HS.4 = y1, M, M DW3, M DW5. Spider moves from DW5 to DW3.
Sir Quier @ MW: HS.1 = rd, M MW2, M CW2, SPPer: 5.5 = Claret. Reveal Berries M, Flatter 1.
Xyla @ DW6: NMRI HS.1 = y1, H, H, H. Spider moves from DW5 to DW6.

COMBAT: Beater & Quier have a spider to shot and also should they want it. GM Bat and Xyla could aid or hinder, either openly or from shadows, one way or the other.

Due next time, Combat and Spells for Day 5 and orders for Day 6.

SCARD NOTES: The Inn is at Bad Valley 5. The Chapel is at Bad Valley 5. The ghosts are at Bad Valley 5. The House is at Crest Valley 6. The Guard are at Anvil Valley 5. The Lost Cade is at DW1. The Hwa is at DW6. The Lait & a great one are at DW3. The Strike is at MW. Fern (see at DW3) has the Flowers of Beat which contains GOLD.

DEAD ONE: 2 bats, 2 H spiders.



SCOTTISH CATAN

Turns 2.2-3.2

THE CHASE

David Anderson (B) Don Chisney (C) Debbie Osborne (D) Kevin Wilson (W)

TURNS 2.2-3.2:

- C: 8. C collects 1 grain from b3, while A & D collect 1 lumber from c6. No trade. No action taken.
- O: 11. Chisney collects 1 lumber from c2 while A & W collect 1 ore from d4. **WWE!** No trades. No action.
- W: 11. Chisney collects 1 lumber from c2 while A & W collect 1 ore from d4. Offers 2 ore for 1 brick & 1 lumber—no takers. Buys a road for 1 ore, 1 wool, and 1 grain. Play Knight Card, move Robber to c4 and draws a grain road from A.
- A: 11. Chisney collects 1 lumber from c2 while A & W collect 1 ore from d4. Offers 1 ore to C for 1 brick; offer declined. Trade 4 ore for 1 grain. No action.
- C: 10. C collects 1 brick from c5 while A & W collect 1 lumber from c5. Offers 2 grain for 1 ore—no takers. Buys road at c2/c4 & c2/c5 1-2 lumber & 2 bricks, then build settlement at c1/c2/c5 1-1 each grain, lumber, brick, & wood.

STANDING TRADE OFFERS:

Anderson will trade 1 lumber for 1 brick.

TURNS 3.3-4.3 Roll:

Osborne: 8 Wilson: 7 Anderson: 7 Chisney: 8 Osborne: 7

Due next are your orders for Turns 3.3-4.3. These should include your trade offers and what you'll do if a trade is made. Be prepared for a plague of actions.

Player	brick	grain	lumber	ore	wool	VP	Knights	Cards
Anderson	0	1	3	1	0	2	0	0
Chisney	0	2	0	0	0	3	0	0
Osborne	2	0	3	1	1	2	0	0
Wilson	0	1	1	3	1	2	1	0

LEGEND:

T	grain 2-1 port	#	die number
C/c	hill hex / brick special port	D	desert hex
F/f	forest hex / lumber special port	G/g	grain hex / grain special port
M/m	mountain hex / ore special port	P/p	pasture hex / wool special port
R	robber	W	water tile

SCOTTISH CATAN

Game Start

THE CHASE

#1: David Anderson (A) #2: Lord Khane (B) #3: Don Chisney (C) #4: Paul Zinke (Z)

Well, OK, we'll start before "The Hunt" finishes since we've got the spent. Due next time are Dave through Don's initial placements. Actually, if Dave will roll early in the cycle, we can handle everything back to him by e-mail. Map is on previous page. Note that I've changed the notation

LEGEND:

T	grain 2-1 port	#	die number
H/h	hill hex / brick special port	D	desert hex
F/f	forest hex / lumber special port	G/g	grain hex / grain special port
M/m	mountain hex / ore special port	P/p	pasture hex / wool special port
R	robber	W	water tile



The Hunt

Zimmermann Wins 3rd Chase!!

Farrow Leads by 2/3 Pt!



THE HUNT is a word game inspired by James Lipton's book, "An Exuberant of Larks", where we propose a noun and the players are asked to propose a collective noun to fit, such as "flock" for "sheep" or "quilt" for "team". Berke and Ma Nur will rank each entry for each word and the best score will be the winner. Each word is a possible 1 point, but the point will be split if either more than one player suggests the word or two or more words are ranked equally. The first player to score 10 points wins three free issues of this rag. THE HUNT is run in Chases or rounds. We report the 3rd Chase of the 5th Hunt and begin the 4th Chase of the 5th Hunt. Goodluck to the Hunt!

CHASE 3 (Thomas Hilbert)

- | | |
|---------------|--|
| 1. thorns | death(B,L,N*), skunk(B), sackness |
| 2. beggars | hunger(B), cry(B), rapist(B), fighting(L), handout(B), press(B) |
| 3. highwayman | ambush(B*), hand(B), junction, road(B), road |
| 4. lips | colony(B*), dropping, isolation(B), outcast |
| 5. barbs | enormous(B*), break(B), house(B,B), paint, storm(B) |
| 6. orphans | conservatory(B*), nursing(B), house, parody, well, school(B), sidewalk(B*) |
| 7. drinkers | adjustment, conglomerate, case, desert(B), port*, wagon(B), wandering(L) |
| 8. players | cry(L), deck, game(B*), well, tempo(B,M) |
| 9. acoustics | confidence(B), house(B), room*, sound, stiffness, swirling |
| 10. walk | alley(B), chapel(B), model, ribbon, walk(B), what! |

Legend: B = Berke's suggestion, L = Lipton's suggestion, N = Ma Nur's suggestion, * = multiple entries, * = side winner, @ = tied for 1st, = = none

NOTE: "Ever wondered what a conservatory conserves? In the 17th Century orphans were consigned to conservatories where, traditionally, they were taught music, hence the conservatory of music." —Lipton, p. 132.

Chase 3 Score: Zimmermann 3.50, Anderson 3.08, Fisher 1.83, Farrow 1.58.

Total Score: Farrow 7.08, Anderson 8.41, Zimmermann 6.33, Fisher 5.67, Grandiose 4.50.

HUNT 5, CHASE 4: (Thomas Clorg)

- | | | | | |
|-------------------|------------|------------|--------------|-------------|
| 1. bishops | 2. parties | 3. rabbits | 4. ministers | 5. vipers |
| 6. televangelists | 7. nuns | 8. stars | 9. priests | 10. deacons |

STELLAR CONQUEST

JTE: Due next are Turn 37 Combat orders and any revisions to Turns 38-40.
 Wilb: Have replacement, but still has she actually replace?
 Tommy: Awaiting Turn 38 combat and any amendment to orders for Turn 36.

ON DECK

180s: Ziska, Henna, Crandall, Buzza, Fresh, Farrow (56), Chissey need 0.2 more & agreement which

ADVCN: McCabe, Crandall, Osborne, Khaw, Anderson, need 3 more

ARIARON: Copeland, Crandall, Osborne, Buzza

BRITANNIA: Khaw, Henna, Boyers

CIRCUS BREVOLIM: Crandall

CIRCUS MAXIMUS:

Tourney: Anderson, Crandall, Fisher, need 3 more

CONQUESTADOR: Copeland, Crandall

DIPLOMACY:

Regular: Anderson, Boyers, need 5 more

Colonel: McCabe, Anderson, Boyers, Sordoval, B Wilson need 2 more

DUNE: K Wilson, Anderson, Crandall, Fisher, Saunders? need 2-3 more

GLADIATOR BLOODBATH: Crandall; need 5 more

GUNSLINGER: Anderson, Crandall, Farrow; need 4 more

HISTORY OF THE WORLD: Anderson, Del Osborne, Ziska, Crandall, K Wilson, Khaw.

KAMALHA: Crandall

KREMLIN: Fisher, B Wilson, Buzza, Crandall, Anderson; need 1 more

MAHARAJA: Crandall, B Wilson, Khaw, Henna, Anderson

MERCHANT OF VENUS: Osborne, Buzza, Chissey, K Wilson; need 2 more

MODERN CIVIL WAR: Crandall, K Wilson? A Bagnader

SETTLERS OF CATAR: Khaw, Ziska, Anderson, Chissey

SEVERTON: Ziska, Osborne, Chissey, Farrow; need 3 or 2 more

TITAN: Crandall, Khaw, Anderson, A & J Bagnader; need 1 more

OTHER POSSIBILITIES: Balkan Wars DEP. Everybody plays Chess, JUNTA, MACHIAVELLI, PLANET ARCADE

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